

**AMENDMENTS TO THE CLAIMS**

1-20. (*Canceled*)

21. (*Currently Amended*) A computer readable storage medium storing a control program for an action game in which a player character is moved in a game space in response to an operation of a game player and in which one character of a plurality of characters moving in the game space is selected to be an attack target, in response to an operation of the game player,

the control program, when executed by a computer, causes said computer to:

set a first distance and a second distance which is above the first distance as a distance of said one character from a predetermined base point to memorize the first distance and the second distance in a memory;

memorize respective distances of said plurality of characters from said predetermined base point before a predetermined time from present time in said memory;

judge each of said plurality of characters as to whether or not it is a selectable candidate object based upon a content of said memory and whether its distance before said predetermined time is below said first distance and additionally its distance at said present time is below said second distance, or whether its distance at said present time is below said first distance;

decide an order of selecting those of said judged plurality of selectable candidate objects based upon those distances at said present time of said plurality of selectable candidate objects; and

select, based on the decided selection order, one of said plurality of characters as said attack target and sequentially ~~changing~~ change said attack target in response to an attack target changing operation by the game player.

22. (*Currently Amended*) A computer readable storage medium storing a control program for an action game in which a player character is moved in a game space in response to an operation of a game player and in which one character of a plurality of characters moving in the game space is selected to be an attack target, in response to an operation of the game player,

the control program, when executed by a computer, causes said computer to:

set a first angle and a second angle which is above the first angle as an angle of said one character from a predetermined base line, whose origin is positioned at said player character and which is extended in ~~[[the]]~~ a direction where said player character is looking forward to memorize the first ~~distance~~ angle and the second ~~distance~~ angle in a memory;

memorize respective angles of said plurality of characters from said predetermined base line before a predetermined time from present time in said memory;

judge each of said plurality of characters as to whether or not it is a selectable candidate object based upon a content of said memory and whether its angle before said predetermined time is below said first angle and additionally its angle at said present time is below said second angle, or whether its angle at said present time is below said first angle;

decide an order of selecting those of said judged plurality of selectable candidate objects based upon those angles at said present time of said plurality of selectable candidate objects; and

select, based on the decided selection order, one of said plurality of characters as said attack target and sequentially ~~changing~~ change said attack target in response to an attack target changing operation by the game player.

23. (*Previously Presented*) A computer readable storage medium according to claim 21, wherein when at least one of said plurality of characters becomes ineffective as an attack target, the selection order of the selection qualified candidates is re-decided.

24. *(Previously Presented)* A computer readable storage medium according to claim 22, wherein when at least one of said plurality of characters becomes ineffective as an attack target, the selection order of the selection qualified candidates is re-decided.

25. *(Previously Presented)* A computer readable storage medium according to claim 21, wherein the characters are present in the game space and are increased or decreased in accordance with advance of the game in response to operations of the game player.

26. *(Previously Presented)* A computer readable storage medium according to claim 22, wherein the characters are present in the game space and are increased or decreased in accordance with advance of the game in response to operations of the game player.

27. *(Previously Presented)* A computer readable storage medium according to claim 21, wherein the characters are attack targets of a character operated by the game player.

28. *(Previously Presented)* A computer readable storage medium according to claim 22, wherein the characters are attack targets of a character operated by the game player.

29. *(Previously Presented)* A computer readable storage medium according to claim 21, wherein said predetermined base point is positioned at said player character in said game space; and

said respective distances are those in said game space.

30. *(Previously Presented)* A computer readable storage medium according to claim 21, wherein

said predetermined base point is a center point of a game display image which said game space is projected to; and

said respective distances are those in said game display image.

31. (*Previously Presented*) An electronic device which executes an action game in which a player character is moved in a game space in response to an operation of a game player and in which one character of a plurality of characters moving in the game space is selected to be an attack target, in response to an operation of the game player, the electronic device comprising:

a means for setting a first distance and a second distance which is above the first distance as a distance of said one character from a predetermined base point to memorize the first distance and the second distance in a memory;

a means for memorizing respective distances of said plurality of characters from said predetermined base point before a predetermined time from present time in said memory;

a selectable candidate object judging means for judging each of said plurality of characters as to whether or not it is a selectable candidate object based upon a content of said memory and whether its distance before said predetermined time is below said first distance and additionally its distance at said present time is below said second distance, or whether its distance at said present time is below said first distance;

a selection order deciding means for deciding an order of selecting those of said plurality of selectable candidate objects, which have been judged by the selectable candidate object judging means, based upon those distances at said present time of said plurality of selectable candidate objects; and

an attack target changing means for selecting, based on the selection order decided by the selection order deciding means, one of said plurality of characters as said attack target and sequentially changing said attack target in response to an attack target changing operation by the game player.

32. (*Previously Presented*) An electronic device according to claim 31, wherein

said predetermined base point is positioned at said player character in said game space;  
and

said respective distances are those in said game space.

33. (*Previously Presented*) An electronic device according to claim 31, wherein

said predetermined base point is a center point of a game display image which said game space is projected to; and

said respective distances are those in said game display image.

34. (*Currently Amended*) An electronic device which executes an action game in which a player character is moved in a game space in response to an operation of a game player and in which one character of a plurality of characters moving in the game space is selected to be an attack target, in response to an operation of the game player, the electronic device comprising:

a means [[of]] for setting a first angle and a second angle which is above the first angle as an angle of said one character from a predetermined base line, whose origin is positioned at said player character and which is extended in the direction where said player character is looking forward to memorize the first ~~distance~~ angle and the second ~~distance~~ angle in a memory;

a means [[of]] for memorizing respective angles of said plurality of characters from said predetermined base line before a predetermined time from present time in said memory;

a selectable candidate object judging means of judging each of said plurality of characters as to whether or not it is a selectable candidate object based upon a content of said memory and whether its angle before said predetermined time is below said first angle and additionally its angle at said present time is below said second angle, or whether its angle at said present time is below said first angle;

a selection order deciding means of deciding an order of selecting those of said plurality of selectable candidate objects, which have been judged by the selectable candidate object judging means, based upon those angles at said present time of said plurality of selectable candidate objects; and

an attack target changing means of selecting, based on the selection order decided by the selection order deciding means, one of said plurality of characters as said attack target and sequentially changing said attack target in response to an attack target changing operation by the game player.